

SETTING UP A RECORDING STUDIO ON A BUDGET

For many musicians, recording still sounds like a daunting task, involving big rooms and an investment equivalent to opening a small shop. But it is now easier than ever to record music from the comfort of your own room, that too with a very small budget.

THE SOFTWARE

The first thing you'd need is software. The most important piece of which is a DAW, or a Digital Audio Workstation. There are many to choose from – Cakewalk (formerly Sonar), Reaper, Logic, Ableton, Audacity, etc. You can set tempo, record instruments individually on each track and do a whole host of adjustments to go from recording on your phone to recording semi-professional music or sounds. Each of the aforementioned DAWs have their specific pros and cons, but if you're a beginner with little experience, I recommend starting with Reaper. Reaper has most of the mixing and mastering controls that you'd find on more professionally targeted software like Cakewalk or Logic, with some minute drawbacks. With Reaper it's as simple as plugging your instrument or microphone in, arming an individual track and hitting record. But where are you going to plug your instrument in?

USB AUDIO INTERFACES

A USB Audio Interface is where you plug your guitar or microphone into and record. A USB Audio Interface is essential for recording sounds at a better quality than your internal PC soundcard can produce. There's less lag and latency when plugging your instrument in through an external audio interface and you can control the output externally from the interface. My hard recommendation would be the Focusrite Scarlett Solo which you can buy from various local music stores and also import via Facebook groups and online shopping portals.

MICROPHONE

While a microphone is essential, I chose to not include a separate list since when it comes to budget, there are only two true champions – Shure's SM57 and SM58. Unlike the other essentials, each microphone is different in the timbre of sound it records. The Audio Technica

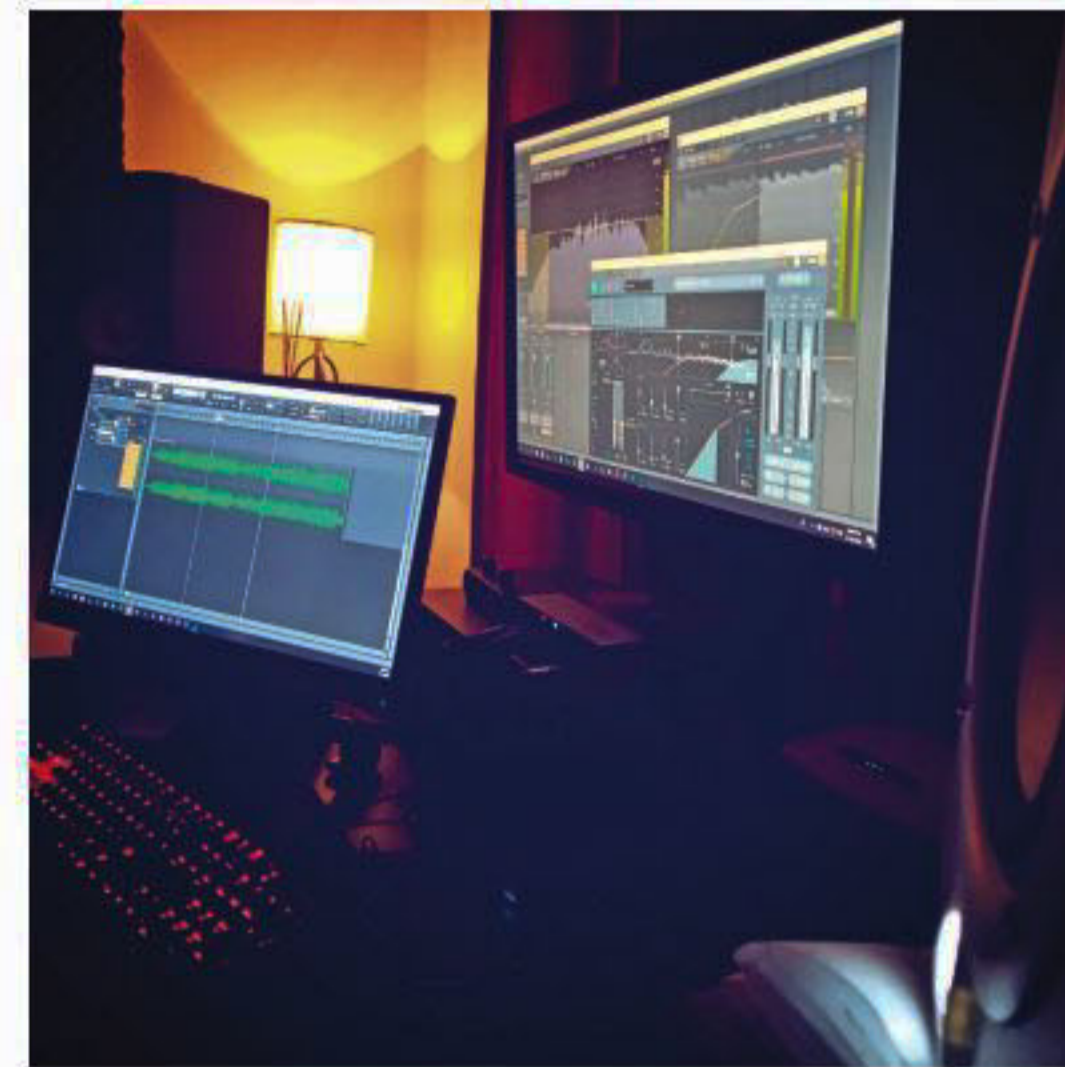


Cakewalk DAW and various Equalizing Softwares

ATR2100-USB mic is another recommendation because of its cheaper price tag and easy plug and play capabilities. But the SM58 is where it's at in terms of recording quality. While it's \$35 more than the ATR2100 mic, it outputs a much warmer sound with more depth in the low end.

MIDI KEYBOARD

A Midi Keyboard can open up avenues for recording drums, keyboards and many other external sounds. You'd need your choice of VST and instruments to tinker with. You can make do without one but then you'd be limited to draw your notes into the Midi chart of your instrument or play with your actual PC keyboard. While the Akai MPK Mini MKII has the least amount of keys, it does come with eight sampling pads which you can use to easily sequence your drums. For more versatility and tonal range, the Samson Carbon 49 keys keyboard is a good choice.



The Forge, Bashundhara Residential Area

EVERYTHING ELSE

Everything else comes down to your adaptability and learning, and who better to elaborate on this than the current sound engineer and producer for Nemesis and Indalo, Rakat Zami. He said, "When you're just starting out, gear isn't the most important element. I was recording on a Cosonic desktop microphone when I started out but I had the creative urge to release my music." Rakat released roughly three EPs under the moniker Embers in Snow, with just his desktop mic and a subpar sound card, and only now has his own proper studio in Bashundhara called The Forge. Apart from gear, the urge and want encompasses the "everything else" that you'd need to get started with audio and music production.

ASIF AYON



Akai Professional MPK Mini MKII Price: 11,299/- (approx)



Samson Carbon 49 Price: 13,500/- (via World Music)



M-Audio Keystation Mini 32 MK3 Price: 6,799/- (approx)



Focusrite Scarlett Solo Price: BDT 13,500/- (approx)



Steinberg UR12 Price: BDT 12,000/- (approx)



PreSonus AudioBox USB Price: BDT 14,500/- (approx)

Revisiting the Galaxy Fold

Samsung released a revised version of the Galaxy Fold folding smartphone on Wednesday September 18, designed to rectify some of the major issues discovered during its disastrous reviewer only release during April of this year.

Samsung had previously sent sample units to a select few media outlets and influencers to review the phone before launch. It should be noted that the, pre-order stock of the phone, despite its almost \$2,000 price tag, was sold out within 24 hours. However, as soon as reviewers began to use their samples, some glaring issues were discovered.

The folding screen had a plastic screen cover which was vital to the screen's functionality. Many reviewers, unaware of this, removed or tried to remove the cover just as they would move it from any other non folding phone. This caused immediate problems, with the phones that had their cover entirely removed, completely dying within 24 hours. Those who didn't remove that film though, faced different issues. In some cases, the "cover" began to peel off by itself through regular use while in other cases, the hinge that folded the screen, turned out to be too fragile and ended up damaging the screen which was caused due to excessive flexing while opening the phone.

Samsung responded to these issues by releasing the warning about the cover and replacing the damaged phone. However on April 23rd, they officially postponed the launch, recalled all of the sample Galaxy Folds with the intention to thoroughly inspect the review units in person. After nearly four months of hiatus, they have released a new version, which feature some changes.

In the new version, the edges of the plastic cover is placed under the bezels of the phone, making it impossible to remove without complete disassembly. The hinge has been modified, it is



now bulkier and now has "bumpers" on top of the screen to prevent over flexing. Samsung claims some internal components of the phone has also been reinforced to prevent damage from constant use.

Prominent reviewers like MKBHD, Unbox Therapy and JerryRigsEverything all had the chance to review the rerelease of the phone with JerryRigs finding that despite the added protection on the hinges, the Fold still pocketed a lot of the sand and dust particles it's supposed to keep out. Unless you're an early adopter, a \$2000 price tag is just too much for first generation folding screen technology without a headphone jack and a flimsy screen. The phone is already available in South Korea with many reviewers praising the new technology, albeit addressing the caveats that come along with the new technology. There are currently no updates regarding when the phone might launch in Bangladesh but we will keep everyone posted during the time of the phone's launch.

RAHBAR AL HAQ

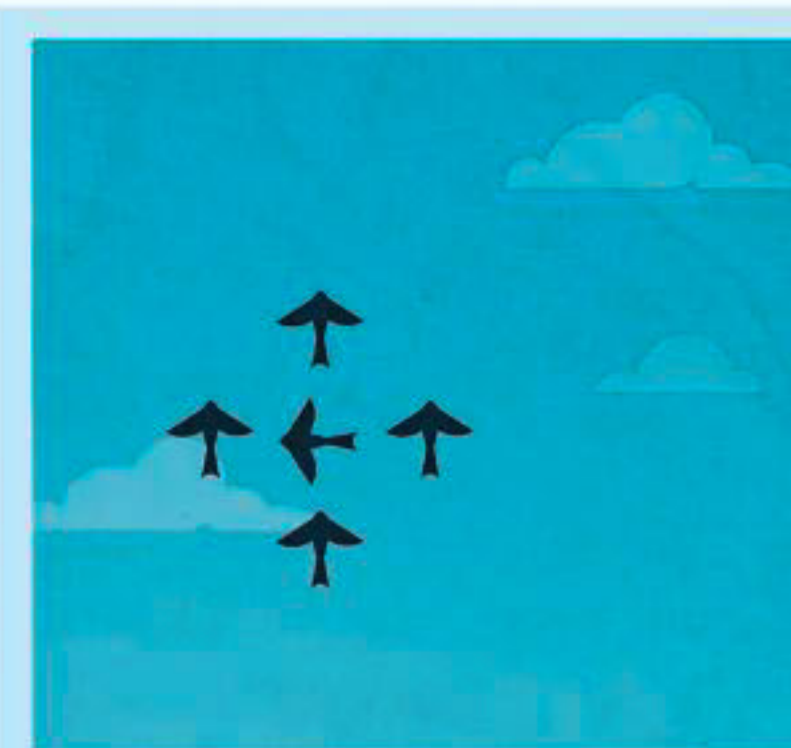
Four brainteaser apps

It's always nice to have a couple of apps which can cleanse your brain and refresh your mind with a nifty puzzle or two. If you're on your daydreaming break, here are a couple of games of that sort for you to check out.



MONUMENT VALLEY

Price: \$3.99 (Play Store)
Probably the most famous game on this list, Monument Valley is a classic isometric 2D puzzle game in which you have to move a character by changing the viewing angle of the level and by shifting it horizontally and vertically. It also helps that the game is pleasing to the eyes and blissful.

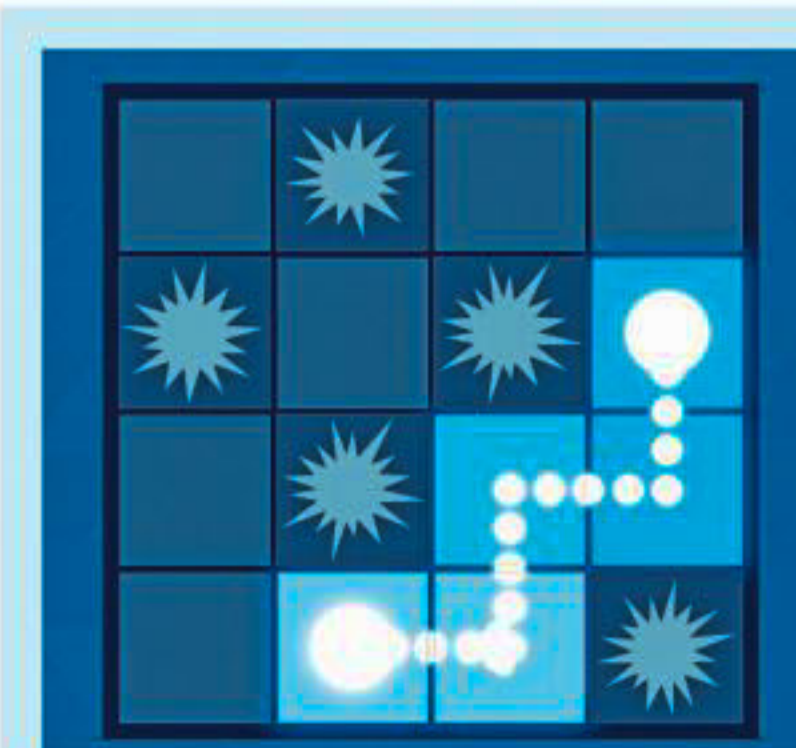
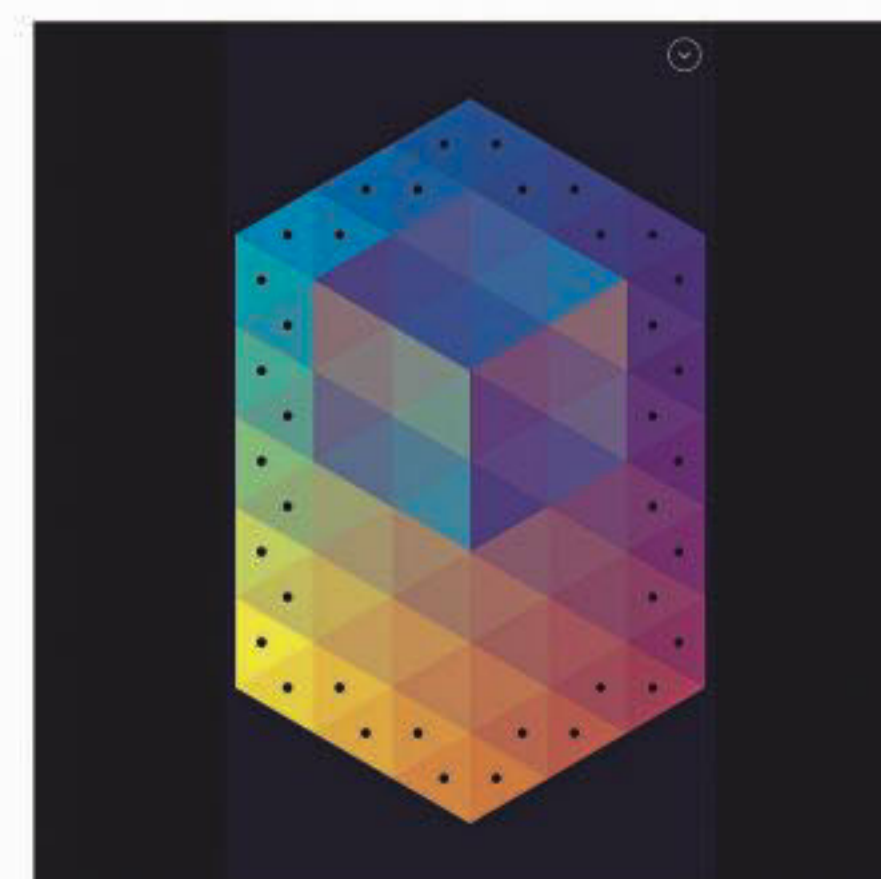


LUMOSITY

Price: Free
Lumosity is a series of puzzle games which are easy to understand at face value which still offer a challenge and complexity. The puzzles range from testing your cognitive abilities, information processing as well as your memory. The game also offers daily challenges for those who are enthused about games like this.

I LOVE HUE

Price: Free
A colour based puzzle game, I Love Hue is as charming as the title suggests. Here you have sequences of levels all surrounding the theme of changing colour gradients from left to right or top to bottom in order to create the perfect hue. The game does get progressively more and more difficult.



PEAK

Price: Free
Similar to Lumosity, Peak is also an app which has multiple games inside it. With games such as this, the bite-sized mini games is what makes them a hard recommend for people looking to kill some time, instead of the "brain developer" they are marketed as. Peak does have more variety of games in comparison with Lumosity.

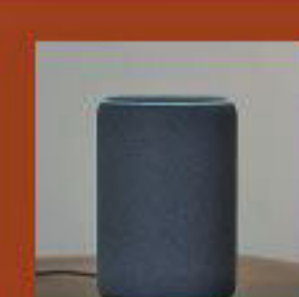
Google is bringing an offline standalone version of Assistant for people without internet access



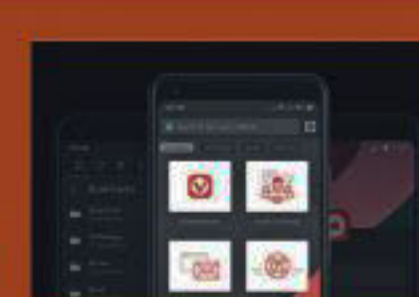
Apple is releasing Catalina, the latest macOS in October of this year



Amazon's Alexa can now officially speak Hindi



The Vivaldi browser, a highly customizable browser for advanced users, lands on Android



Snapchat is adding a 3D Camera Mode, available on iPhone X already

